INDEX TO *TECHNICAL COMMUNICATION*

Volume 55

A

annotated bibliography
- What the Literature Says About Using Game Worlds and Social Worlds in Cyberspace for Communicating Technical and Educational Content, Aug. pp 251–260

applied research
- A Call for New Courses to Train Scientists as Effective Communicators in Contemporary Government and Business Settings, Nov. pp 357–369
- Comparing Cultural Perceptions of Editing from the Author's Point of view, May pp 140–166
- Examining Editing in the Workplace from the Author's Point of View: Results of an Online Survey, May pp 111–139
- Heuristic Web Site Evaluation: Exploring the Effects of Guidelines on Experts' Detection of Usability Problems, Nov. pp 392–404
- How Do Users Search Web Home Pages? An Eye-Tracking Study of Multiple Navigation Menus, May pp 176–194
- Proceeding with Caution: A Case Study of Engineering Professionals Reading White Papers, Nov. pp 370–382
- A Study of Single-Source Documentation and Document Review Processes of Cardiac Devices, Nov. pp 343–356
- The Use of Playing Cards to Communicate Technical and Scientific Information, Feb. pp 49–60

applied theory
- Computer Gaming and Technical Communication: An Ecological Framework, Aug. pp 242–250
- Designing Virtual Worlds to Facilitate Meaningful Communication: Issues, Considerations, and Lessons Learned, Aug. pp 261–269
- Exploring Human Factors in Virtual Worlds, Aug. pp 270–276
- Making and Acting: Ethnographic Development of a Case Study Approach, Nov. pp 405–414
- Planning a Taiwanese Technical Communication Program, May pp 167–175
- Rethinking Plagiarism for Technical Communication, Feb. pp 61–67
- The Role for Technical Communicators in Open-source Software Development, Feb. pp 38–48
- The Role of Rhetorical Invention for Visuals: A Qualitative Study of Technical Communicators in the Workplace, Nov. pp 333–342
- Using Web 2.0 to Conduct Qualitative Research: A Conceptual Model, Nov. pp 383–391

Araki, Marci
- What the Literature Says About Using Game Worlds and Social Worlds in Cyberspace for Communicating Technical and Educational Content, Aug. pp 251–260

author's opinions, May pp 111–139

B

book reviews
- *About Face 3: The Essentials of Interaction Design* (Alan Cooper, Robert Reimann and David Cronin), May pp 199–200
- *The ACS Style Guide: Effective Communication of Scientific Informations* (Anne M. Coghill and Lorrin R. Garson, eds.), Feb. pp 79–81
- *Always On: Language in an Online and Mobile World* (Naomi S. Baron), Nov. pp 437–438
- *The American Directory of Writer's Guidelines* (Stephen Blake Mette, Michelle Doland, and Doris Hall), Feb. pp 76–77
- *The American Heritage College Dictionary*, May pp 212–213
- *The Art of Digital Branding* (Iam Cocoran), Aug. pp 303–304
- *The Atomic Chef: And Other True Tales of Design, Technology, and Human Error* (Steven Casey), Feb. pp 86–87
- *Becoming a Writing Researcher* (Ann Blakeslee and Cathy Fleischer), Aug. pp 287–288
- *Beginning CSS: Cascading Style Sheets for Web Design* (Richard York), May pp 201
- *Better Than Bullet Points: Creating Engaging e-Learning with PowerPoint* (Jane Bozarth), Nov. pp 426–427
- *Beyond the Desktop Metaphor: Designing Integrated Digital Work Environments* (Victor Kaptelinin and Mary Czerwinski, eds.), Nov. pp 434–435
- *Building a Web Site for Dummies* (David A. Crowder), Nov. pp 424–425
- *The Business Side of Creativity: A Complete Guide to Running a Small Graphic Design or Communications Business* (Cameron S. Foote), Feb. pp 71–72
- *The Communicating Company: Towards an Alternative Theory of Corporate Communication* (Hartmut Hübner), Nov. pp 419–420
- *Communication and Cooperation in the Virtual Workplace: Teamwork in Computer-mediated- communication* (Gaby Sadowski-Rasters, Geert Duysters, and Bert M. Sadowski), Feb. pp 73–74
- *Communication Technology and Social Change Theory and Implications* (Carolyn A. Lin and David J. Atkin, eds.), Nov. pp 430–431
- *Communicative Practices in Workplaces and the Professions: Cultural Perspectives on the Regulation of Discourse and Organizations* (Mark Zachry and Charlotte Thralls), May pp 207–209

Copyediting and Proofreading for Dummies (Suzanne Gilad), Nov. pp 423–424
Creative Type: A Sourcebook of Classic and Contemporary Letterforms (Cees W. de Jong, Alston W. Purvis, and Friedrich Friedl), Feb. pp 83–84
Critical Power Tools: Technical Communication and Cultural Studies (J. Blake Scott, Bernadette Longo, and Katherine V. Wills, eds.), Feb. pp 81–82
CSS Instant Results (Richard York), Feb. pp 77–78
CSS Web Site Design (Eric A. Meyer), Feb. pp 82–83
Design of Industrial Information Systems (Thomas O. Boucher and Ali Yalçin), Feb. pp 91–92
Design Studies: Theory and Research in Graphic Design (Audrey Bennett, ed.), Nov. pp 440–441
Designing Web Navigation, Aug. pp 288–289
Digital Copyright (Jessica Litman), Feb. pp 76
Document Design for Writers (Martha C. Sammons), Aug. pp 302
The Educational Potential of e-Portfolios: Supporting Personal Development and Reflective Learning (Lorraine Stefani, Robin Mason, and Chris Pegler), Aug. pp 295
Effective Project Management: Traditional Adaptive, Extreme (Robert K. Wysocki), May pp 205–206
eLearning and Digital Publishing (Hsianghoo Steve Ching, Paul W. T. Poon, and Carmel McNaught, eds.), May pp 217–218
The Elements of Visual Style: The Basics of Print Design for Every PC and Mac User (Robert W. Harris), Aug. pp 299–300
Explaining Communications: Contemporary Theories and Exemplars (Bryan B. Whaley and Wendy Samter, eds.), Feb. pp 92–94
The Extreme Searcher's Internet Handbook: A Guide for the Serious Searcher (Randolph Hock), May pp 198
Eye Tracking Methodology: Theory and Practice (Andrew Duchowski), Aug. pp 301–302
Faint Praise: The Plight of Book Reviewing in America (Gail Pool), Aug. pp 293–294
The Fight for English: How Language Pundits Ate, Shot, and Left, May pp 212
Finding Your Online Voice: Stories Told by Experienced Online Educators (J. Michael Spector, ed.), Nov. pp 420
five books on Microsoft Office Word 2007, Nov. pp 443–445
Fonts & Encodings (Yannis Haralambous), Aug. pp 302–303
The Frugal Editor: Put Your Best Book Forward to Avoid Humiliation and Ensure Success (Howard-Johnson, Carolyn), Nov. pp 415–417
Graphic Design: The New Basics (Ellen Lupton and Jennifer Cole Phillips), Nov. pp 435–436
Handbook of Distance Education (Michael Grahame Moore, ed.), Nov. pp 441
Handbook of Research on Writing: History, Society, School, Individual, Text (Charles Bazerman, ed.), Nov. pp 422–423
High Definition: An A to Z Guide to Personal Technology (Editors, American Heritage Dictionary), Feb. pp 90–91
How to Write for a General Audience: A Guide for Academics Who Want to Share Their Knowledge with the World and Have Fun Doing it (KT Kendall-Tackett), Aug. pp 290–291
The Imagination Challenge: Strategic Foresight and Innovation in the Global Economy (Alexander Manu), Nov. pp 423
Information architecture for the World Wide Web (Peter Morville and Louis Rosenfeld), Feb. pp 68–70
Interaction Design: Beyond Human-Computer Interaction (Helen Sharp, Yvonne Rogers, and Jenny Preece), Aug. pp 289–290
The Internet Imaginaire (Patrice Flichy, trans. Liz Carey-Libbrecht), May pp 210–211
Internships: Theory and Practice: A Guide for Corporations, Colleges, and College Students (Charles H. Sides and Ann Mrvica), Nov. pp 417–418
Landing Page Optimization: The Definitive Guide to Testing and Tuning for Conversions (Tim Ash), Nov. pp 434
The Language of Success: Business Writing That Informs, Persuades, and Gets Results (Tom Sant), Nov. pp 433–434
Letting Go of the Words: Writing Web Content That Works (Janice Redish), May pp 195–197
Linguistic and Cultural Online Communication Issues in the Global Age (Kirk St.Amant, ed.), Feb. pp 70–71
Managing Virtual Teams: Getting the Most from Wikis, Blogs, and Other Collaborative Tools (M. Katherine Brown, Brenda Huettner, and Char James-Tanney), Feb. pp 89–90
Meggs' History of Graphic Design (Philip B. Meggs and Alston W. Purvis), May pp 198–199
Microsoft Word for Medical and Technical Writers (Peter G. Aitken and Maxine M. Okazaki), May pp 217
The Myths of Innovation (Scott Berkun), Aug. pp 304–305
The Official Adobe Print Publishing Guide (Brian P. Lawler), Feb. pp 94

Outsourcing Technical Communication: Issues, Policies and Practices (Barry Thatcher and Carlos Evia, eds.), Aug. pp 305–306
The Persona Lifecycle: Keeping People in Mind Throughout Product Design (John S. Pruitt and Tamara Adlin), Feb. pp 88–89
Pocket Book of Technical Writing for Engineers and Scientists (Leo Finkelstein, Jr.), Aug. pp 297–298
Podcasting Bible (Steve Mack and Mitch Ratcliffe), May pp 203–204
Power Points!: How to Design and Deliver Presentations That Sizzle and Sell (Harry Mills), Aug. pp 298–299
The Practical Guide to Information Design (Robbie Lipton), May pp 209–210
A Practical Guide to Need Assessment (Kavita Gupta, Catherine M. Sleezer and Darlene F. Russ-Eft), Feb. pp 92
Preparing for Blended e-Learning (Allison Littlejohn and Chris Pegler), Aug. pp 285–287
Professional XML (Bill Evjen, Kent Sharkey, Thiru Thangarathinam, Michael Kay, Alessandro Vernet, and Sam Ferguson), May pp 204–205
Punctuation Matters: Advice on Punctuation for Scientific and Technical Writing (John Kirkman), Feb. pp 72–73
Recent Trends in Discourse and Dialogue (Laila Dybkjaer and Wolfgang Minker, eds.), Nov. pp 426
Resources in Technical Communication: Outcomes and Approaches (Cynthia L. Selfe, ed.), May pp 202–203
Revising Prose (Richard A. Lanham), Nov. pp 436–437
Self, Peer, and Group Assessment in Learning (Tim S. Roberts, ed.), May pp 213–214
Send: The Essential Guide to Email for Office and Home (David Shipley and Will Schwalbe), May pp 201–202
Sister Bernadette's Barking Dogs: The Quirky History and Lost Art of Diagramming Sentences (Kitty Burns Florey), May pp 211–212
six books on Adobe InDesign CS3, Aug. pp 307–310
six books on Microsoft Office PowerPoint 2007, May pp 219–221
Smart Language: Readers, Readability, and the Grading of Text (William H. DuBay), Nov. pp 438
Speak to Win: How to Present with Power in Any Situation (Brian Tracy), Nov. pp 432–433
A Strategic Guide to Technical Communication (Heather Graves and Roger Graves), Nov. pp 429–430
Strategies and Tools for Corporate Blogging (John Cass), May pp 215–216
Strategies for Business and Technical Writing (Kevin J. Harty), Aug. pp 292–293
Stylin' with CSS: A Designer's Guide (Charles Wyke-Smith), Feb. pp 78–79
Technical Communication in the Twenty-First Century (Sidney I. Dobrin, Christopher J. Keller, and Christian R. Weisser), May pp 216–217
That or Which, and Why: A Usage Guide for Thoughtful Writers and Editors (Evan Jenkins), Nov. pp 418–419
Theories and Practice in Interaction Design (Sebastiano Bagnara and Gillian Crampton Smith, eds.), Nov. pp 439–440
Treasure-House of the Language: The Living OED (Charlotte Brewer), Nov. pp 428–429
Trends and Issues in Instructional Design and Technology (Robert A. Reiser and John V. Dempsey), Feb. pp 85–86
Understanding Knowledge as a Commons: From Theory to Practice (Charlotte Hess and Elinor Ostrom), Aug. pp 295–297
Unlocking Language: The Classic Readability Studies (William H. DuBay), Nov. pp 438–439
Usability Success Stories: How Organizations Improve by Making Easier-to-Use Software and Web Sites (Paul Sherman, ed.), Aug. pp 294–295
User-centered Design Stories: Real-World UCD Case Studies (Carol Righi and Janice James), Feb. pp 87–88
User Interface Design for Mere Mortals (Eric Butow), May pp 206–207
The User is Always Right: A Practical Guide to Creating and Using Personas for the Web (Steve Mulder, with Ziv Yaar), Feb. pp 74–76
Victorian Popularizes of Science: Designing Nature for New Audiences (Bernard Lightman), Nov. pp 431–432
Videogames and Art (Andy Clarke and Grethe Mitchell, eds.), Aug. pp 291–292
Visual Communication: Integrating Media, Art, and Science (Rick Williams and Julianne Newton), Aug. pp 300–301
Whoever Tells the Best Story Wins: How to Use Your Own Stories to Communicate with Power and Impact (Annette Simons), Feb. pp 84–85.
Why Software Sucks . . . and What You Can Do About It (David S. Platt), Nov. pp 425–426
Wikis for Dummies (Dan Woods and Peter Theony), Nov. pp 427–428
Wired Shut: Copyright and the Shape of Digital Culture (Tarleton Gillespie), Feb. pp 74
Writing for the Government (Libby Allison and Miriam F. Williams), Nov. pp 420–422

Writing the NIH Grant Proposal: A Step-by-Step Guide (William Gerin), May pp 214–215
Breuch, Lee-Ann Kastman
A Study of Single-Source Documentation and Document Review Processes of Cardiac Devices, Nov. pp 343–356
Brewer, Pamela Estes
Comparing Cultural Perceptions of Editing from the Author's Point of view, May pp 140–166
Examining Editing in the Workplace from the Author's Point of View: Results of an Online Survey, May pp 111–139
Bronack, Stephen C.
Designing Virtual Worlds to Facilitate Meaningful Communication: Issues, Considerations, and Lessons Learned, Aug. pp 261–269

C

Carliner, Saul
What the Literature Says About Using Game Worlds and Social Worlds in Cyberspace for Communicating Technical and Educational Content, Aug. pp 251–260
case history
Real Text in Virtual Worlds, Aug. pp 277–284
case study approach, Nov. pp 405–414
Cheney, Amy L.
Designing Virtual Worlds to Facilitate Meaningful Communication: Issues, Considerations, and Lessons Learned, Aug. pp 261–269
communication training, Nov. pp 357–369
computer gaming, Aug. pp 239–241, 242–250, 251–260, 261–269, 270–276
Conklin, James
Introduction to the Special Issue on Qualitative Research in Technical Communication, Nov. pp 329–332
content management systems, Nov. pp 383–391
Cooke, Lynne
How Do Users Search Web Home Pages? An Eye-Tracking Study of Multiple Navigation Menus, May pp 176–194
cultural influences
Taiwanese technical communications program, May pp 167–175
cultural perceptions of editing, May pp 111–139

D

Davidson, Cynthia R.
Comparing Cultural Perceptions of Editing from the Author's Point of view, May pp 140–166
Examining Editing in the Workplace from the Author's Point of View: Results of an Online Survey, May pp 111–139
Dayton, David
Using Web 2.0 to Conduct Qualitative Research: A Conceptual Model, Nov. pp 383–391
De Jong, Menno
Heuristic Web Site Evaluation: Exploring the Effects of Guidelines on Experts' Detection of Usability Problems, Nov. pp 392–404
documentation, single-source, Nov. pp 343–356
Donker-Kuijer, Marieke Welle
Heuristic Web Site Evaluation: Exploring the Effects of Guidelines on Experts' Detection of Usability Problems, Nov. pp 392–404

E

Eaton, Angela
Comparing Cultural Perceptions of Editing from the Author's Point of view, May pp 140–166
Examining Editing in the Workplace from the Author's Point of View: Results of an Online Survey, May pp 111–139
editing process
author's point of view, May pp 111–139
cultural perceptions, May pp 140–166
editorials
An Editor's Debts, Feb. pp 7–8
education, scientific communication, Nov. pp 357–369
environmentally responsible printing, Feb. pp 9–22
ethnographic development, Nov. pp 405–414
EverQuest, Aug. pp 242–250, Aug. pp 251–260
Eyman, Douglas
Computer Gaming and Technical Communication: An Ecological Framework, Aug. pp 242–250

G

global industry
Taiwanese technical communications program, May pp 167–175
going green, Feb. pp 9–22
Golemon, Patricia
Planning a Taiwanese Technical Communication Program, May pp 167–175
green printing, Feb. pp 9–22

H

heuristics, Nov. pp 392–404
home page design, May pp 176–194
human factors in virtual worlds, Aug. pp 270–276

I

inks, Feb. pp 9–22

L

language issues
Taiwanese TC program, May pp167–175
Lentz, Leo
Heuristic Web Site Evaluation: Exploring the Effects of Guidelines on Experts'

Detection of Usability Problems, Nov. pp 392–404

M

Malone, Edward A.
The Use of Playing Cards to Communicate Technical and Scientific Information, Feb. pp 49–60
Mogull, Scott A.
A Call for New Courses to Train Scientists as Effective Communicators in Contemporary Government and Business Settings, Nov. pp 357–369
Munger, Roger
Green Printing: A Guide to Environmentally Responsible Printing, Feb. pp 9–22

N

navigation menus, May pp 176–194

O

open-source software, Feb. pp 38–48

P

Padmanabhan, Poornima
Exploring Human Factors in Virtual Worlds, Aug. pp 270–276
paper, Feb. pp 9–22
plagiarism, Feb. pp 61–67
playing cards, Feb. pp 49–60
Portewig, Tiffany Craft
Comparing Cultural Perceptions of Editing from the Author's Point of view, May pp 140–166
Examining Editing in the Workplace from the Author's Point of View: Results of an Online Survey, May pp 111–139
The Role of Rhetorical Invention for Visuals: A Qualitative Study of Technical Communicators in the Workplace, Nov. pp 333–342
printing, Feb. pp 9–22
programming, Feb. pp 23–37

Q

qualitative research
heuristics, Nov. pp 329–332
Web 2.0, Nov. pp 383–391
software developers, Nov. pp 405–414
qualitative study, Nov. pp 333–342

R

Reyman, Jessica
Rethinking Plagiarism for Technical Communication, Feb. pp 61–67
rhetorical invention, Nov. pp 333–342
Riedl, Richard E.
Designing Virtual Worlds to Facilitate Meaningful Communication: Issues, Considerations, and Lessons Learned, Aug. pp 261–269

S

Schmid, Ryan
Real Text in Virtual Worlds, Aug. pp 277–284
scientific communication courses, Nov. pp 357–369
scientists as effective communicators, Nov. pp 357–369
Second Life, Aug. pp 242–250, Aug. pp 251–260
Seigel, Marika
Making and Acting: Ethnographic Development of a Case Study Approach, Nov. pp 405–414
Shipman, John
Lightweight Literate Programming: A Documentation Practice, Feb. pp 23–37
single-source documentation, Nov. pp 343–356
single sourcing, Nov. pp 383–391
social networking Web site, Nov. pp 383–391
software development, Feb. pp 38–48, Nov. pp 405–414
Stavely, Allan
Lightweight Literate Programming: A Documentation Practice, Feb. pp 23–37

T

Tashner, John H.
Designing Virtual Worlds to Facilitate Meaningful Communication: Issues, Considerations, and Lessons Learned, Aug. pp 261–269
technical communication
computer gaming and, Aug. pp 242–250
designing virtual worlds, Aug. pp 261–269
editing, cultural perceptions, May pp 140–166
editing from author's point of view, May pp 111–139
game worlds and social worlds, Aug. pp 251–260
human factors in virtual worlds, Aug. pp 270–276
open-source software, Feb. pp 38–48
plagiarism, Feb. pp 61–67
playing cards, Feb. pp 49–60
qualitative research, Nov. pp 329–332
real text in virtual worlds, Aug. pp 277–284
single-source documentation, Nov. pp 343–356
Taiwanese technical communications program, May pp 167–175
three-dimensional virtual worlds, Aug. pp 239–241
Thacker, Christopher
Using Web 2.0 to Conduct Qualitative Research: A Conceptual Model, Nov. pp 383–391
tools of the trade. *see also* book reviews
five books on Microsoft Office Word 2007, Nov. pp 443–445
six books on Adobe InDesign CS3 Aug. pp 307–310
six books on Microsoft Office PowerPoint 2007, May pp 219–221
tutorials
Green Printing: A Guide to Environmentally Responsible Printing, Feb. pp 9–22

Lightweight Literate Programming: A Documentation Practice, Feb. pp 23–37

U

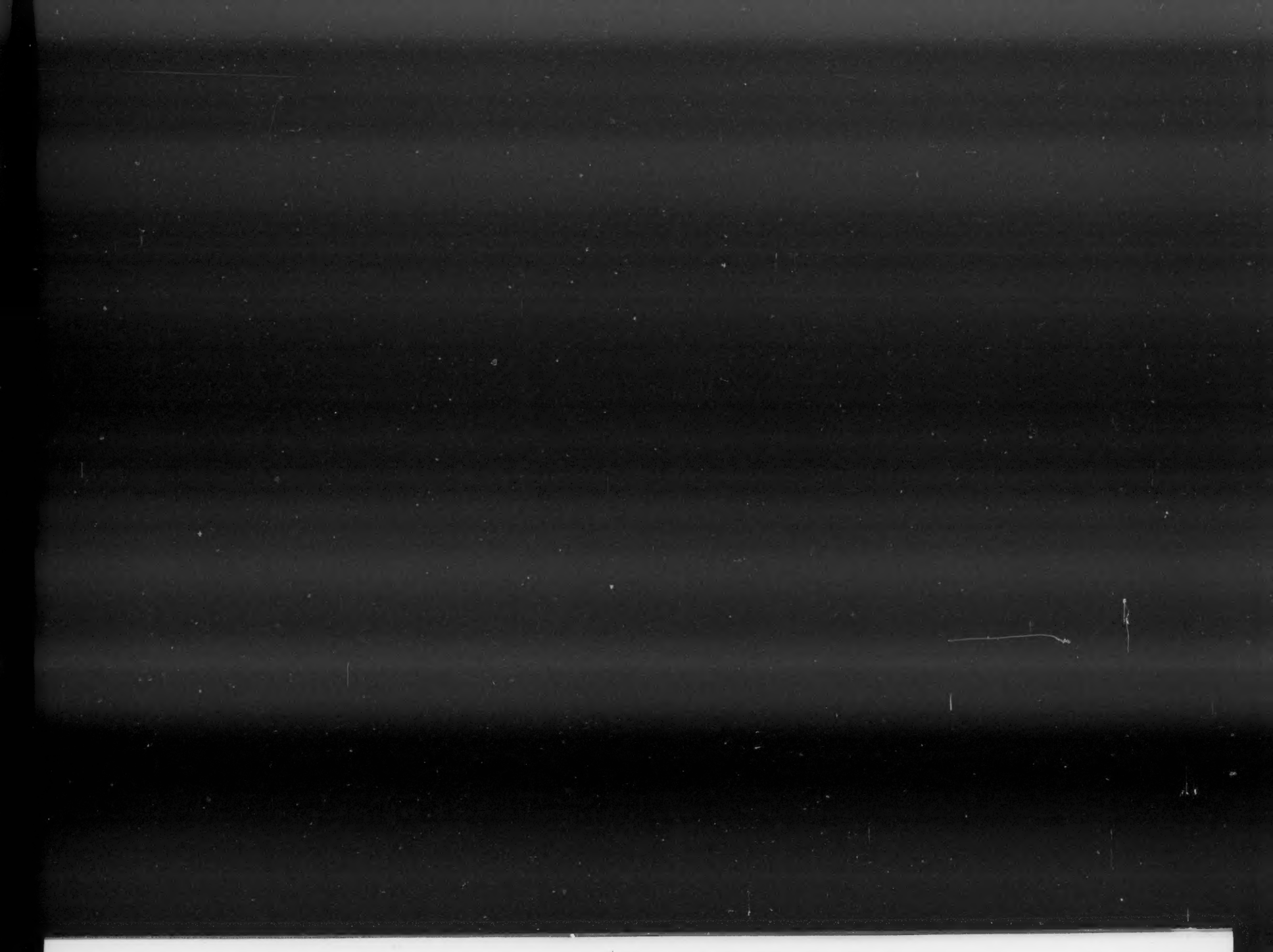
usability problems, Nov. pp 392–404

V

virtual worlds, Aug. pp 239–241, 251–260, 261–269, 270–276, 277–284
Vosecky, Thomas
Making and Acting: Ethnographic Development of a Case Study Approach, Nov. pp 405–414

W

Wallace, Charles
Making and Acting: Ethnographic Development of a Case Study Approach, Nov. pp 405–414
Walsh, Lynda
Lightweight Literate Programming: A Documentation Practice, Feb. pp 23–37
Web sites
heuristic, Nov. pp 392–404
home pages, May pp 176–194
qualitative research, Nov. pp 383–391
white paper, Nov. pp 370–382
Willerton, Russell
Proceeding with Caution: A Case Study of Engineering Professionals Reading White Papers, Nov. pp 370–382
Williams, Sean D.
3D Virtual Worlds and Technical Communication: One More Tool in the Kit, Aug. pp 239–241
writer/programmer collaboration, Feb. pp 23–37

Y

Yeats, Dave
The Role for Technical Communicators in Open-source Software Development, Feb. pp 38–48